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In the Claims:

1-31 (cancelled)

32. (new) A method of a software architecture that provides high versatility and performance, the method comprising the steps of: having two dimensions, an Application Dimension and a Complex Organizational Referee Engine Dimension; relating the Application Dimension to the different applications and relating the Complex Organizational Referee Engine dimension to the Application Dimension; having a *Complex Organizational Referee Engine* which is a compound of software components that can accept different kinds of software extensions dynamically in a hot plug fashion, which manages task processing and task scheduling, manages information exchange between the two dimensions of the architecture, manages the extension hot-plugging mechanism; and manages the exchange of information with other instances of itself, within the Complex Organizational Referee Engine dimension related, thus enabling communication between applications, providing both the mechanism and the rules thereto; having the Complex Organizational Referee Engine within the Complex Organizational Referee Engine dimension share information and integrate the system architecture; having applications based on abstractions that are composed of drivers, abstraction layers and a unique Complex Organizational Referee Engine; having a plurality of terminal devices, having said Complex Organizational Referee Engine consists of a complex compound of software components that dynamically accepts software extensions and exchanges information with other Complex Organizational Referee Engines where said abstraction layers consists of a software layer the hides implementation detail and data structures of a specific software, and said module extensions are comprised of an abstraction layer and a driver.

33. (new) The method of claim 32 in which said core dimension consists of a plurality of Complex Organizational Referee Engines connected by a bidirectional communication means.

34. (new) The method of claim 32 in which said Complex Organizational Referee Engine consists of three parts; i) a Complex Organizational Referee Engine kernel, which manages the task processing and scheduling, manages the information exchange between the Complex Organizational Referee Engine dimension, and manages the dynamic

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extensions, ii) an InterExtension Communication and logic manager which manages the Complex Organizational Referee Engine's communication and tasks with a plurality of extensions, iii)an InterComplex Organizational Referee Engine Communication manager which manages the Complex Organizational Referee Engine's communication with a plurality of other Complex Organizational Referee Engines.

35. (new) The method of claim 32 in which said abstraction layer consists of two parts; i)a Complex Organizational Referee Engine-Abstraction interface, which interfaces an extension with a Complex Organizational Referee Engine; and ii)Extension Knowledge Layer, which contains logic and knowledge about the operations of extensions.

36. (new) The method of claim 32 in which includes the step of having an extension driver layer that consists of two parts; i)an Abstraction-Driver interface, which interfaces the Abstraction layer with a terminal device; and ii)Driver logic used to control the terminal device.

37. (new) The method of claim 32 used for a Control and Automation Application.

38. (new) The method of claim 32 used for an Assets Control application.

39. (new) A method to replace a terminal device with a new terminal device using the method in claim 32 consisting of the adding the step of changing the driver for the extension.

40. (new) A method to add a new terminal device to a system using the method in claim 32 consisting of adding the steps of: a)constructing a new extension for the terminal device; b)interfacing the new extension into the Complex Organizational Referee Engine; c)asking the Complex Organizational Referee Engine for the required data and information to handle the new extension.

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